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Tokyo Xtreme Racer 2™

SEQUEL TO THE TOP 10
SEGA DREAMCAST LAUNCH TITLE

Crave Entertainment, 19645 Rancho Way, Rancho Dominguez, CA 90220

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Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120

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SEGA

Dreamcast.

SnoCross

CHAMPIONSHIP RACING™

FEATURING YAMAHA® SNOWMOBILES

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T-40207N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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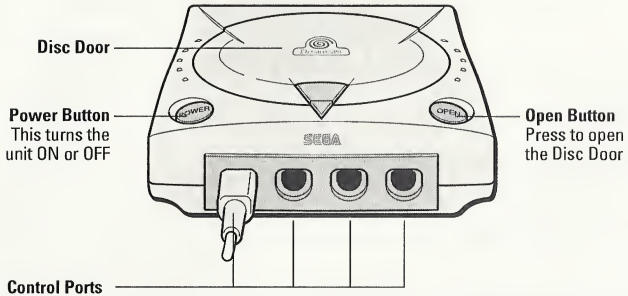
Sno-Cross Championship Racing
© 2000 Unique Development Studios AB ("UDS")

SEGA DREAMCAST HARDWARE UNIT



Sno-Cross Championship Racing™ is a 2-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

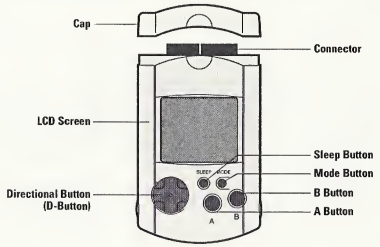
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

Getting Started

Set up your console as described in its instruction manual. Open the Disc cover and insert the Sno-Cross Championship Racing™ disc.

If you wish to load or save information during play, insert a VMU with at least 18 blocks free in Controller 1. See the "Options" section (on page 19) for more details.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



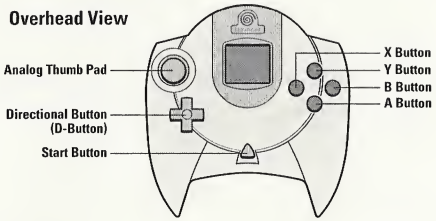
When saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

To exit the game during gameplay, first press the Start Button to pause the game, then select "QUIT TO MAIN MENU" and then, "YES".

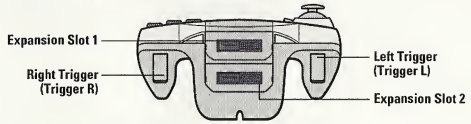
Default Controls

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



The game controls are all set to their default settings. To change the control settings, see the Options Menu (on page 19).

Players can choose between four different camera angles: Behind Rider Near, Behind Rider Distant, In the Sled With Handle Bars, and In the Sled without Handle Bars. You may toggle between the four views at any time by pressing the Y Button.

Sno-Cross Racing

Welcome to Sno-Cross Championship Racing! Join extreme sled racers from three different leagues as they travel to such world destinations as; Nagano, Japan, the world class slopes of Aspen, Colorado, and even the Russian naval ship graveyard of Murmansk, Russia.

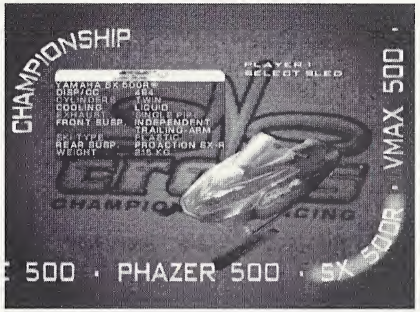
Seven racing locations have been cleverly recreated to offer riders exciting venues for nail-biting action. Try out new tracks, turns and tricks in different weather conditions and during different times of the day for added excitement.

The game features twelve Yamaha sleds that are modeled from secret CAD drawings created by Yamaha's Research & Development division in Tokyo, Japan. Together we have recreated the real speed and physics to emulate dangerous and thrilling sled racing action!

Begin your racing career driving light 500cc models. Eventually, after winning a few championships, you can work your way up through the World Tour all the way to the extremely fast Professional league 700cc sleds. As you progress through these challenging tournaments, you will unlock hidden sleds and track locations.

As you would expect, sleds can incur tremendous amounts of damage during competition. Upgrade or repair sled parts in the Sno-Cross Championship Racing garage. Choose the best possible equipment for each race and customize your sled like the pros!

Use the Track Editor to make, save, or load new tracks. This option provides unlimited racing challenges. Custom tracks can be saved on your VMU and used for single and two player races.



Game Menu

Press the A Button to select highlighted options in the various menu screens. Use the D-Button to scroll and change options. Press the B Button to return to the previous menu.

You may choose the game mode you want to play. The available modes are:

- Championship
- Single Race
- Time Trial
- Track Editor

Championship

Championships are single player races that consist of competitions at different racing locations throughout the world. In order to continue in the championship, racers must place 3rd or better in each race of the series. During the championship, sled parts and upgrades (see The Garage on page 13) will be available for sale. Players earn money based on their race performance and tricks. You can use your money for repairs and upgrades to your sled.

There are three different championship contests: 500cc, 600cc and 700cc. Winning each competition unlocks new sleds and tracks! In order to proceed to either the 600cc or 700cc levels, you must place first overall in each championship.

Single Race

Race on any available track with 1 or 2 players. Three computer controlled opponents race against you in Single Player mode. Two-Player mode allows two people to compete against each other on a split-screen.

Time Trial

Race against the clock in Single Player mode on any available track. Your best times will be saved to your VMU. There will be no opponents racing against you.

Sled Selection Menu

Initially, there are four 500cc Class sleds to choose from, each with different configurations. Once you have chosen a sled, enter your initials (up to three characters in length). In two-player mode, both players may select the same sled.

600cc Class sleds are only accessible once the 500cc Class championship has been successfully completed. Likewise, the 700cc Class sleds are only accessible once the 600cc Class championship has been successfully completed.

Make sure to take a good look at the different configurations of each sled. The decision between engine performance and weight could prove crucial for the outcome of a race!

These are the different characteristics of the sleds:

- Disp./CC
- Number of cylinders
- Cooling system
- Exhaust
- Front suspension
- Ski type
- Rear suspension
- Weight

For more information about each part of the Racing sleds please refer to page 13, the Garage.

Track Selection

Choose your preferred race track. More tracks will become available as you progress through the game.

A weather icon and track map will be shown to aid your selection. As with the accessible tracks, more weather types and track conditions will become available as you successfully progress through the game.

When playing in championship mode, you must also choose a difficulty setting of 500cc Class (easiest), 600cc Class or 700cc Class (hardest). More challenging difficulty settings will include harsher weather conditions and night races with limited sight. Also, computer opponents will become more and more skilled as you progress in Sno-Cross Championship Racing.

600cc Class is only accessible once the 500cc Class championship has been completed.

700cc Class is only accessible once the 600cc Class championship has been completed.

The Garage

In championship mode and before each visit to a track, you are given the opportunity to change the set up of your sled. You may change caterpillar track, engine, front suspension, back suspension, and skis if you have the money to either buy or repair them.

Caterpillar Track

Choose a caterpillar track according to the track surface you will be racing on. This will give you better acceleration and grip.

Engine

The stronger the engine, the higher performance you gain in speed and acceleration of the sled. However, note that high performance engines tend to be heavier than standard engines. This could cause your sled to sink deeper into the snow, making it harder to steer.

Front & Back Suspension

When choosing among suspension options, consider that harder suspension means better grip on a flatter, tarmac-based or hard-packed snow-covered track. This happens because the sled spends more time in contact with the ground, resulting in more engine power usage. The downside of choosing hard suspension is that any impact from heavy landings has to be absorbed by the player. Soft suspension, on the other hand, absorbs impact and gives increased control but makes the sled jumpier. This results in less efficiency for the engine, thus lowering the acceleration and overall speed.

Skis

Sled skis are as important as the wheels on a racing car. A low grip ski is good to use in deep snow since the ski sinks through the soft snow and maintains good grip. A high grip ski is very useful on ice, tarmac and hard packed snow, but decreases sled speed.

On Screen Display

When playing the game, the following information is displayed:

Time:
Shows the time elapsed since the start of the race.

Total Lap Time:
Total time for each completed lap is displayed beneath the Time meter.

Position:
Your position in the race, ranging from 1st to 4th.

Sled Status Indicator:
Shows damage to different parts of your sled. The sled drawing corresponds to the parts that can be repaired or upgraded in the Garage (page 13).

Lap:
Shows your current lap number (see Options section on page 19 to see how you alter the number of laps).

Speed:
Shows the current speed in km/h (kilometers per hour).

Opponent Proximity Arrows:
These fade in and out depending on how close your opponents are. Arrows disappear when opponents are ahead of you.

Trick Techniques

Press and hold the trick button A Button while entering the trick combination on the controller (see Trick List on page 17). Once you release the A Button, the rider will perform the trick. If HOLD is included in the trick combination, the trick button should not be released until the trick is finished. The rider will perform the trick as long as the trick button is held down. Tricks with (J) in the description can only be made during a jump. The button combination must be finished and the trick button released before the trick can be executed.

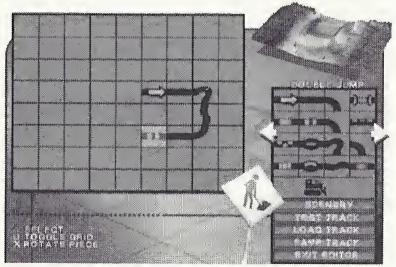
Trick List

Name	Button(s)	Award
Seat spank:	LEFT	$10
Snow surf:	UP, DOWN, HOLD	$10
Fist (J):	UP	$20
No hands (J):	DOWN	$20
Hands behind head (J):	RIGHT, HOLD	$30
Legs up (J):	UP, UP	$30
Seat stand (J):	LEFT, DOWN	$30
Heel to heel (J):	LEFT, LEFT	$40
Air kick (J):	LEFT, UP	$40
Want me (J):	DOWN, LEFT	$40
Relax (J)	UP, RIGHT, HOLD	$50

The money earned on each trick is also doubled in each championship. For example, the "Fist" trick gives you $20 in the 500cc championship, $40 in the 600cc championship and $80 in the 700cc championship.

Track Editor

The Track editor allows players to create their own racing tracks. These tracks can be saved onto the VMU and started from the main track menu. Choose Custom Track when selecting tracks for single and two-player races. The Track Editor is divided into two parts, the Track Piece section and the Track Edit section. The Track Piece section contains different track pieces you can use when building a track in the Track Edit Section.Toggle between the two by pressing the B Button. Use the Directional Button to navigate around the screen. Press the A Button to either choose a track piece when in the Track Piece section or to attach a track piece to the map in the Track Edit section. When in the Track Edit section, you can rotate each track piece by pressing the X Button. All tracks must be closed circuits in order to be viable. Be sure to use the green arrow piece at the beginning of the track. This is the game start piece and must be used to connect the beginning and end of the track. Your racer will initially appear and begin the race where this arrow piece is placed.



Options

Credits

Meet the UDS and Crave Entertainment team members.

Controller Options

There are three different Controller Options available.

Sound Options

Adjust music and sound effects volumes independently.

Best Times

The top five racing times are saved on the VMU. Use the Directional Button to view the Best Lap time or Best Total time for each track.

Game Options

Select the number of laps to complete a race. Choose from 3, 5, or 7 laps.

Sleds

YAMAHA SX 500R

DISP/CC	494
CYLINDERS	TWIN
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC
REAR SUSP.	PROACTION SX-R
WEIGHT	215 KG

YAMAHA VENTURE 500

DISP/CC	494
CYLINDERS	TWIN
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	248 KG

YAMAHA VMAX 500

DISP/CC	494
CYLINDERS	TWIN
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	226 KG

YAMAHA PHAZER 500

DISP/CC	485
CYLINDERS	TWIN
COOLING	AXIAL FAN
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	211 KG

YAMAHA SX 600R

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER
REAR SUSP.	PROACTION SX-R
WEIGHT	220 KG

YAMAHA VENTURE 600

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	258 KG

YAMAHA VMAX 600

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	230 KG

YAMAHA MOUNTAIN MAX 600

DISP/CC	593
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER 5.5 INCH WIDE
REAR SUSP.	PROACTION MTN
WEIGHT	231 KG

Sleds (continued)

YAMAHA SRX 700

DISP/CC	696
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	TRIPLE PIPE POWER VALVE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC
REAR SUSP.	PROACTION SRX
WEIGHT	237 KG

YAMAHA VMAX 700

DISP/CC	698
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	STEEL W/SKI SKINS
REAR SUSP.	PROACTION PLUS
WEIGHT	230 KG

YAMAHA SX 700R

DISP/CC	698
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER
REAR SUSP.	PROACTION SX-R
WEIGHT	220 KG

YAMAHA MOUNTAIN MAX 700

DISP/CC	698
CYLINDERS	TRIPLE
COOLING	LIQUID
EXHAUST	SINGLE PIPE
FRONT SUSP.	INDEPENDENT TRAILING-ARM
SKI TYPE	PLASTIC ROCKER 5.5 INCH WIDE
REAR SUSP.	PROACTION MTN
WEIGHT	232 KG

Credits

The following people contributed to the making of Sno-Cross Championship Racing™:

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Programmers	Jimmy Nilsson Henrik Meijer
Additional Programmers	Mikael Emtinger Torgil Zechel
Lead Artist	Jimmy Gustafsson
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FMV	Erland Körner
Music & SFX	Christian Björklund

Dreamcast Version

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Lead Programmer	Jimmy Nilsson
Programmer	Magnus Runesson
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Artist	Leo Martyn

Crave Team

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Notes

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In the U.S. send to: Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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